

**Amendments to the Abstract:**

Please delete the present title on line 1 and insert therefor:

PATTERN REVERSE KENO GAME METHOD OF PLAY FOR CONTROLLING LENGTH OF  
CASINO GAME

Please replace the present abstract with the following amended abstract:

A virtual matrix comprised of a plurality of grid elements is provided, on which a hidden pattern, comprised of a plurality of matrix entries, is randomly placed. A player views a gaming matrix having a plurality of visible positions, each visible position corresponding to one of the grid elements. The player chooses at least one of the plurality of visible positions on the gaming matrix, after which the game displays the corresponding grid element of the virtual matrix on the gaming matrix. Based on the correct number of guesses matching the pattern location, the player is awarded and a media presentation signals the player's success. If the player guesses incorrectly, a second media presentation signals the incorrect guess. A casino game wherein the player has a fixed number of play positions. During play of the casino game at least one of the visible play positions has a hidden element changing the fixed number to control the length of the casino game when the displayed hidden element changes the fixed number by adjusting (or incrementing) the number of remaining selections.  
This results in a player selection in a player being awarded additional selections.